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1 [The changing usage of a mature campus-wide wireless network](#)

[Tristan Henderson, David Kotz, Ilya Abyzov](#)

September 2004 **MobiCom '04: Proceedings of the 10th annual international conference on Mobile computing and networking**

Publisher: ACM [Request Permissions](#)

Full text available: Pdf (625.48 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 18, Downloads (12 Months): 125, Downloads (Overall): 1754, Citation Count: 94

Wireless Local Area Networks (WLANs) are now commonplace on many academic and corporate campuses. As "Wi-Fi" technology becomes ubiquitous, it is increasingly important to understand trends in the usage of these networks. This paper analyzes an extensive ...

Keywords: 802.11, VoIP, WLAN, Wi-Fi, telephony, voice, wireless network

2 [Proceedings of the 1999 ACM/IEEE conference on Supercomputing \(CDROM\)](#)

January 1999 **Supercomputing '99: Proceedings of the 1999 ACM/IEEE conference on Supercomputing (CDROM)**

Publisher: ACM

Additional Information: [full citation](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Downloads (Overall): n/a, Citation Count: 0

3 [A formal approach for designing CORBA-based applications](#)

[Alberto Coen-Porisini, Matteo Fradella, Matteo Rossi, Dino Mandrioli](#)

April 2003 **Transactions on Software Engineering and Methodology (TOSEM)**, Volume 12 Issue 2

Publisher: ACM [Request Permissions](#)

Full text available: Pdf (478.44 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 16, Downloads (12 Months): 99, Downloads (Overall): 1541, Citation Count: 5

The design of distributed applications in a CORBA-based environment can be carried out by means of an incremental approach, which starts from the specification and leads to the high-level architectural design. This article discusses a methodology to ...

Keywords: CORBA, architectural design, control systems, formal methods, frameworks, object orientation, supervision, temporal logic

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4 [Using high-speed WANs and network data caches to enable remote and distributed visualization](#)

[Wes Bethel](#), [Brian Tierney](#), [Jason Lee](#), [Dan Gunter](#), [Stephen Lau](#)

November 2000 **Supercomputing '00: Proceedings of the 2000 ACM/IEEE conference on Supercomputing** (CDROM)

Publisher: IEEE Computer Society

Full text available:  [Pdf](#) (302.38 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 9, Downloads (12 Months): 46, Downloads (Overall): 421, Citation Count: 22


Visapult is a prototype application and framework for remote visualization of large scientific datasets. We approach the technical challenges of tera-scale visualization with a unique architecture which employs high speed WANs and network data caches ...

5 [Chord: a scalable peer-to-peer lookup protocol for internet applications](#)

[Ion Stoica](#), [Robert Morris](#), [David Liben-Nowell](#), [David R. Karger](#), [M. Frans Kaashoek](#), [Frank Dabek](#), [Hari Balakrishnan](#)

February 2003 **IEEE/ ACM Transactions on Networking (TON)** , Volume 11 Issue 1

Publisher: IEEE Press

Full text available:  [Pdf](#) (690.54 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 66, Downloads (12 Months): 417, Downloads (Overall): 3206, Citation Count: 178

A fundamental problem that confronts peer-to-peer applications is the efficient location of the node that stores a desired data item. This paper presents *Chord*, a distributed lookup protocol that addresses this problem. Chord provides support ...

Keywords: distributed scalable algorithms, lookup protocols, peer-to-peer networks


6 [Characterizing a spam traffic](#)



[Luiz Henrique Gomes](#), [Cristiano Cazita](#), [Jussara M. Almeida](#), [Virgilio Almeida](#), [Wagner Meira, Jr.](#)

October 2004 **IMC '04: Proceedings of the 4th ACM SIGCOMM conference on Internet measurement**

Publisher: ACM  [Request Permissions](#)

Full text available:  [Pdf](#) (982.72 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 11, Downloads (12 Months): 111, Downloads (Overall): 1471, Citation Count: 12

The rapid increase in the volume of unsolicited commercial e-mails, also known as spam, is beginning to take its toll in system administrators, business corporations and end-users. Widely varying estimates of the cost associated with spam are available ...

Keywords: SPAM, e-mail traffic, workload characterization


7 [Client-server computing in mobile environments](#)



[Jin Jing](#), [Abdelsalam Sumi Helal](#), [Ahmed Elmagarmid](#)

June 1999 **Computing Surveys (CSUR)** , Volume 31 Issue 2

Publisher: ACM  [Request Permissions](#)

Full text available:  [Pdf](#) (233.31 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#), [review](#)

Bibliometrics: Downloads (6 Weeks): 92, Downloads (12 Months): 633, Downloads (Overall): 5842, Citation Count: 45

Recent advances in wireless data networking and portable information appliances have engendered a new paradigm of computing, called mobile computing, in which users carrying portable devices have access to data and information services ...

Keywords: application adaptation, cache invalidation, caching, client/server, data dissemination, disconnected operation, mobile applications, mobile client/server, mobile computing, mobile data, mobility awareness, survey, system application


8 [Communications networks for the force XXI digitized battlefield](#)

Paul Sass

October 1999

Mobile Networks and Applications, Volume 4 Issue 3

Publisher: Kluwer Academic Publishers

Full text available:  Pdf (745.29 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 4, Downloads (12 Months): 62, Downloads (Overall): 1231, Citation Count: 3

In striving to meet the increasing demands for timely delivery of multimedia information to the warfighter of the 21st Century, the US Army is undergoing a gradual evolution from its "legacy" communications networks to a flexible internetwork ...


9 [CyPhone—bringing augmented reality to next generation mobile phones](#)



Timo Pyssysalo, Tapio Repo, Tuukka Turunen, Teemu Lankila, Juha Rönning

April 2000 **DARE '00:** Proceedings of DARE 2000 on Designing augmented reality environments

Publisher: ACM

Full text available:  Pdf (6.46 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 20, Downloads (12 Months): 145, Downloads (Overall): 1307, Citation Count: 0

We describe a prototype implementation of a future mobile phone called CyPhone. In addition to voice calls, it has been designed to support context-specific and multi-user multimedia services in an augmented reality manner. Context-awareness has been ...

Keywords: mobile communication, navigation, networked virtual reality, real-time data transport protocols, registration


10 [Deployment issues for multi-user audio support in CVEs](#)



Milena Radenkovic, Chris Greenhaigh, Steve Benford

November 2002 **VRST '02:** Proceedings of the ACM symposium on Virtual reality software and technology

Publisher: ACM 

Full text available:  Pdf (301.14 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 2, Downloads (12 Months): 9, Downloads (Overall): 275, Citation Count: 4

We describe an audio service for CVEs, designed to support many people speaking simultaneously and to operate across the Internet. Our service exploits a technique called Distributed Partial Mixing (DPM) to dynamically adapt to varying numbers of speakers ...

Keywords: CVEs, real-time audio, simultaneous speakers

11 [Proceedings of the 2000 ACM/IEEE conference on Supercomputing \(CDROM\)](#)

Jed Donnelley

November 2000 **Supercomputing '00:** Proceedings of the 2000 ACM/IEEE conference on Supercomputing (CDROM)

Publisher: IEEE Computer Society

Additional Information: [full citation](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Downloads (Overall): n/a, Citation Count: 0


12 [On the impact of delay on real-time multiplayer games](#)



Lothar Pantel, Lars C. Wolf

May 2002 **NOSSDAV '02:** Proceedings of the 12th international workshop on Network and operating systems support for digital audio and video

Publisher: ACM 

Full text available:  Pdf (231.94 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 24, Downloads (12 Months): 142, Downloads (Overall): 1560, Citation Count: 61

Multiplayer games, i.e., games where several persons interact simultaneously over networks like the Internet, receive much interest. One of the reasons is that competing with human counterparts is typically considered as much more interesting and challenging ...

Keywords: delay, multiplayer games, real-time applications, user impact


13 [Replication requirements in mobile environments](#)

[David Ratner](#), [Peter Reiher](#), [Gerald J. Popek](#), [Geoffrey H. Kuenning](#)

November 2001

Mobile Networks and Applications , Volume 6 Issue 6

Publisher: Kluwer Academic Publishers

Full text available:  [Pdf](#) (162.59 KB)


Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 5, Downloads (12 Months): 34, Downloads (Overall): 639, Citation Count: 1

Replication is extremely important in mobile environments because nomadic users require local copies of important data. However, today's replication systems are not "mobile-ready". Instead of improving the mobile user's environment, the replication system ...

Keywords: file systems, mobile computing, replication


14 [An interview with Gordon Bell](#)

 [Karen A. Frenkel](#)

October 1995

interactions , Volume 2 Issue 4


Publisher: ACM 

Full text available:  [Pdf](#) (458.89 KB)

Additional Information: [full citation](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 3, Downloads (12 Months): 31, Downloads (Overall): 320, Citation Count: 0



15 [3D TV: a scalable system for real-time acquisition, transmission, and autostereoscopic display of dynamic scenes](#)

 [Wojciech Matusik](#), [Hanspeter Pfister](#)

August 2004

SIGGRAPH '04: SIGGRAPH 2004 Papers

Publisher: ACM 

Full text available:  [Mov](#) (21:13 MIN),  [Pdf](#) (788.24 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 124, Downloads (12 Months): 538, Downloads (Overall): 2817, Citation Count: 36


Three-dimensional TV is expected to be the next revolution in the history of television. We implemented a 3D TV prototype system with real-time acquisition, transmission, and 3D display of dynamic scenes. We developed a distributed, scalable architecture ...

Keywords: Autostereoscopic displays, camera arrays, image-based rendering, lightfields, multiview displays, projector arrays

Also published in:

August 2004 **Transactions on Graphics (TOG)** Volume 23 Issue 3



16 [The next Internet](#)

 [Dennis Fowler](#)

September 1999

netWorker , Volume 3 Issue 3

Publisher: ACM 

Full text available:  [Html](#) (31.24 KB),  [Pdf](#) (664.20 KB)

Additional Information: [full citation](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 3, Downloads (12 Months): 25, Downloads (Overall): 625, Citation Count: 0

17 [A secure multicast protocol with copyright protection](#)



Hao-hua Chu, Lintian Qiao, Klara Nahrstedt, Hua Wang, Ritesh Jain

April 2002 **SI GCOMM Computer Communication Review** , Volume 32 Issue 2

Publisher: ACM

Full text available: Pdf (301.97 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 13, Downloads (12 Months): 81, Downloads (Overall): 1191, Citation Count: 2

We present a simple, efficient, and secure multicast protocol with copyright protection in an open and insecure network environment. There is a wide variety of multimedia applications that can benefit from using our secure multicast protocol, e.g., the ...

Keywords: copyright protection, key distribution, multicast security, watermark

18 [Multi-party distributed audio service with TCP fairness](#)



Milena Radenkovic, Chris Greenhalgh

December 2002 **MULTIMEDIA '02: Proceedings of the tenth ACM international conference on Multimedia**

Publisher: ACM [Request Permissions](#)

Full text available: Pdf (252.69 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#)

Bibliometrics: Downloads (6 Weeks): 6, Downloads (12 Months): 24, Downloads (Overall): 335, Citation Count: 4

Distributed Partial Mixing is an approach to creating a distributed audio service that supports optimisation of bandwidth utilization across multiple related audio streams (e.g. from concurrently active audio sources) while maintaining fairness to TCP ...

Keywords: TCP-fairness, adaptation, audio, congestion control, distributed partial mixing, mixing, multi-party audio

19 [Network topology management in a mobile-switch ATM network: dynamic partition algorithms](#)

Sheng-Tzong Cheng, C. Chen, C. Li, Chia-Mei Chen

March 2002 **International Journal of Network Management** , Volume 12 Issue 2

Publisher: John Wiley & Sons, Inc.

Full text available: Pdf (350.26 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 1, Downloads (12 Months): 2, Downloads (Overall): 89, Citation Count: 1

In this paper we propose two partition algorithms. The main policy of the algorithms is finding out the area (s) in which mobile switches congregate within a peer group.

20 [The Metaverse: a networked collection of inexpensive, self-configuring, immersive environments](#)



C. Jaynes, W. B. Seales, K. Caivert, Z. Fei, J. Griffioen

May 2003 **EGVE '03: Proceedings of the workshop on Virtual environments 2003**

Publisher: ACM

Full text available: Pdf (1.54 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 5, Downloads (12 Months): 35, Downloads (Overall): 371, Citation Count: 3





Immersive projection-based display environments have been growing steadily in popularity. However, these systems have, for the most part, been confined to laboratories or other special-purpose uses and have had relatively little impact on human-computer ...

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